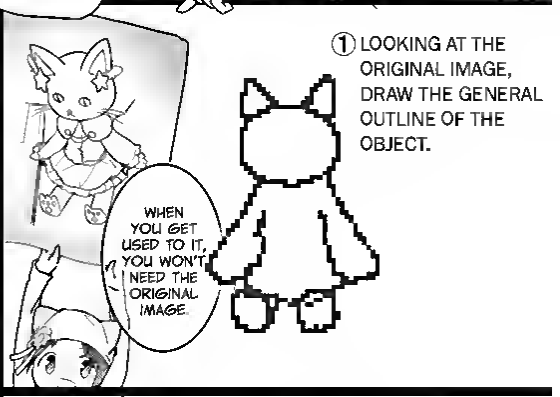
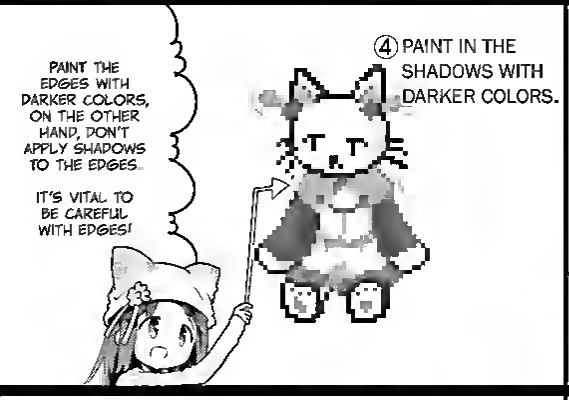
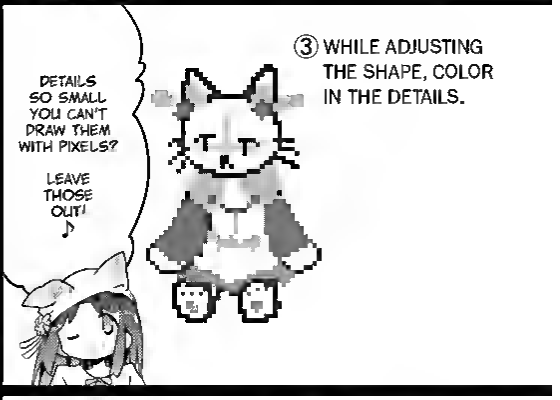
Old games looked like this, didn't they.
YEAH. I WAS THINKING HOW THIS KIND OF BLOCKY ILLUSTRATION SEEMS DISTINCTIVE AND ATTRACTS ATTENTION...
IT'S CALLED PIXEL ART.
HMM...
OH, THAT'S A GAME I GOT IN AN EXCHANGE AT THE EXHIBITION SALE.
DO YOU WANT TO TRY DRAWING IT?
HUH? IT'S SOMETHING YOU CAN DRAW?
rustle
THE PREVIOUS PRESIDENT LEFT SOME HOW-TO NOTES, I THINK...
AH, I'LL TRY DRAWING IT, TOO!
ADVERTISING IS IMPORTANT, YOU SAID SO YOURSELF!!
COME ON, LET'S DO IT!
I'M BUSY MAKING THE WEBSITE.
YOU'RE NOT GOING TO, SHII?

ドット絵講座
Pixel Art Tutorial
てる先輩の☆Teru-senpai's
Read it right to left

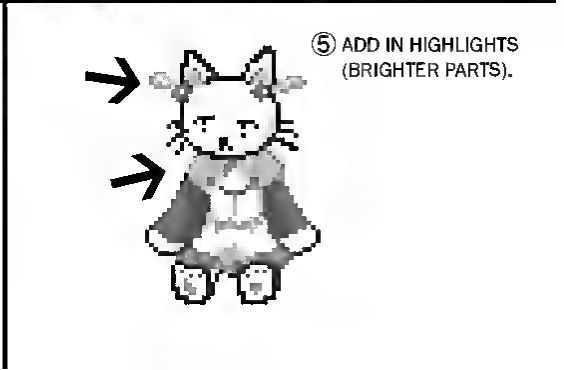
② ROUGHLY FILL IN THE COLORS.


① LOOKING AT THE ORIGINAL IMAGE, DRAW THE GENERAL OUTLINE OF THE OBJECT.
WHEN YOU GET USED TO IT, YOU WON'T NEED THE ORIGINAL IMAGE.


④ PAINT IN THE SHADOWS WITH DARKER COLORS.
PAINT THE EDGES WITH DARKER COLORS, ON THE OTHER HAND, DON'T APPLY SHADOWS TO THE EDGES.
IT'S VITAL TO BE CAREFUL WITH EDGES!


③ WHILE ADJUSTING THE SHAPE, COLOR IN THE DETAILS.
DETAILS SO SMALL YOU CAN'T DRAW THEM WITH PIXELS?
LEAVE THOSE OUT! ♪

⑥ ADD APPROPRIATE BORDERING...


⑤ ADD IN HIGHLIGHTS (BRIGHTER PARTS).

...WHAT DOES THIS EVEN REPRESENT?
AND I'M DONE, TOO!!
OOH, ISN'T IT CUTE!
FINISHED!
SFX: HOWZZAT
IT DOESN'T LOOK LIKE THAT AT ALL!! THOUGH BOTH ARE KINDA UGLY!
SFX: NNNNGH
THE FACE OF FUJIKAWA-SAN OVER THERE HAVING TROUBLE WITH COMPOSING.
I DON'T HAVE A USE FOR THAT!
HEY, BUT WHAT ABOUT MINE!?
Stop this already!
Come on, spread it all over the background so it stands out!
WOW.. YOU'VE ALREADY PUT MY PIXEL ART THERE!
SOME OEAD FISH EYES NOT ENOUGH SUNLIGHT SHUTTLE RUN CLUB
NEWS
AH, I'M DONE WITH THE WEBPAGE, TOO. ALTHOUGH IT'S VERY SIMPLE.

That night.
...HUH?
UM... SLASH, PERIOD, AND...
YOU CAN SEE IT AT THIS ADDRESS, SO TRY ACCESSING IT FROM YOUR HOME COMPUTER.
SHII!! CALM DOWN, SHII!!!
AAA
AAA
AAA
AAA
AAA
AH!!!
Chat
UM.. INTE*NET... EXPLO-
WHAT BROWSER - WHAT PROGRAM DID YOU OPEN TO READ THE INTERNET?
UM, PRESIDENT, I CAN'T REALLY SEE THE WEBSITE WELL. IT'S NOT AS PRETTY AS IT WAS IN THE CLUBROOM.

YOU CAN READ THE SNS CLUB WEBSITE HERE:

http://www.dokidokivisual.com/magic_of_stella/

※NOT COMPATIBLE WITH IE6.

Special Thanks to:

サニーサイド◎上昇、森、ゆりかごのそら制作チーム（@サークル Nonlinear）、An、八索、黒岡 葉平、神乃宮瑠璃、赤木はねず、同人サークル Nonlinear

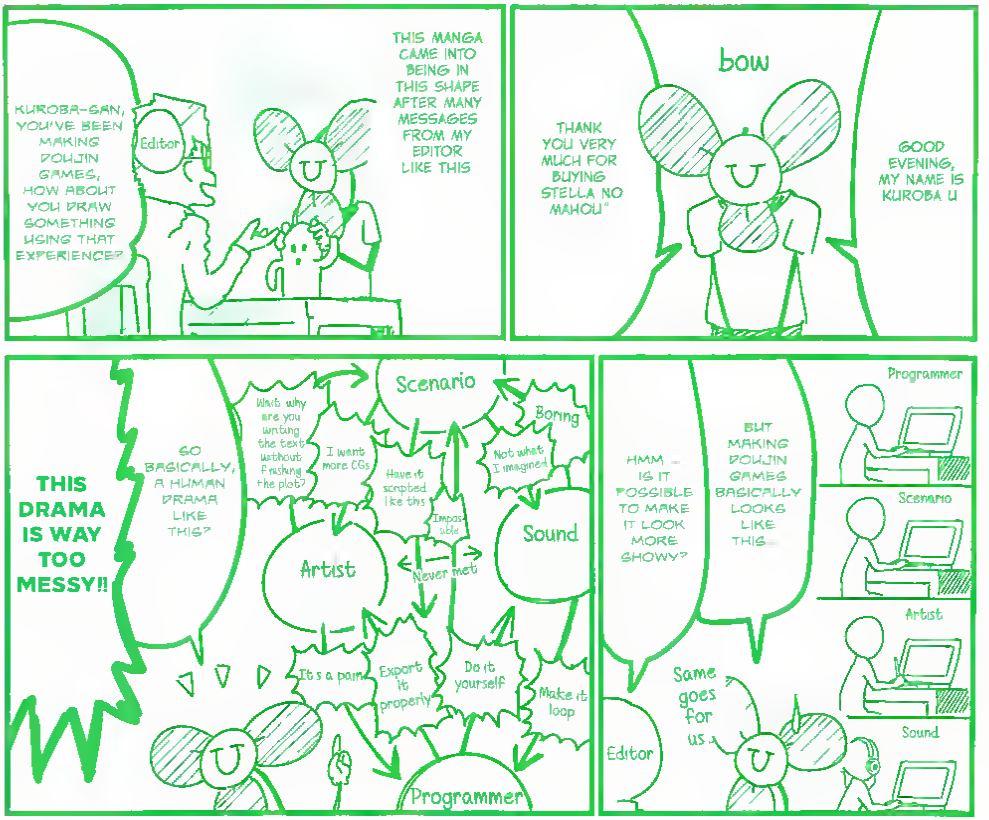
《初出一覧》

・まんがタイムきらら MAX H24/10 月号～11 月号、H25/2 月号～12 月号

・描き下ろし

本書は以上の内容を収録しました。

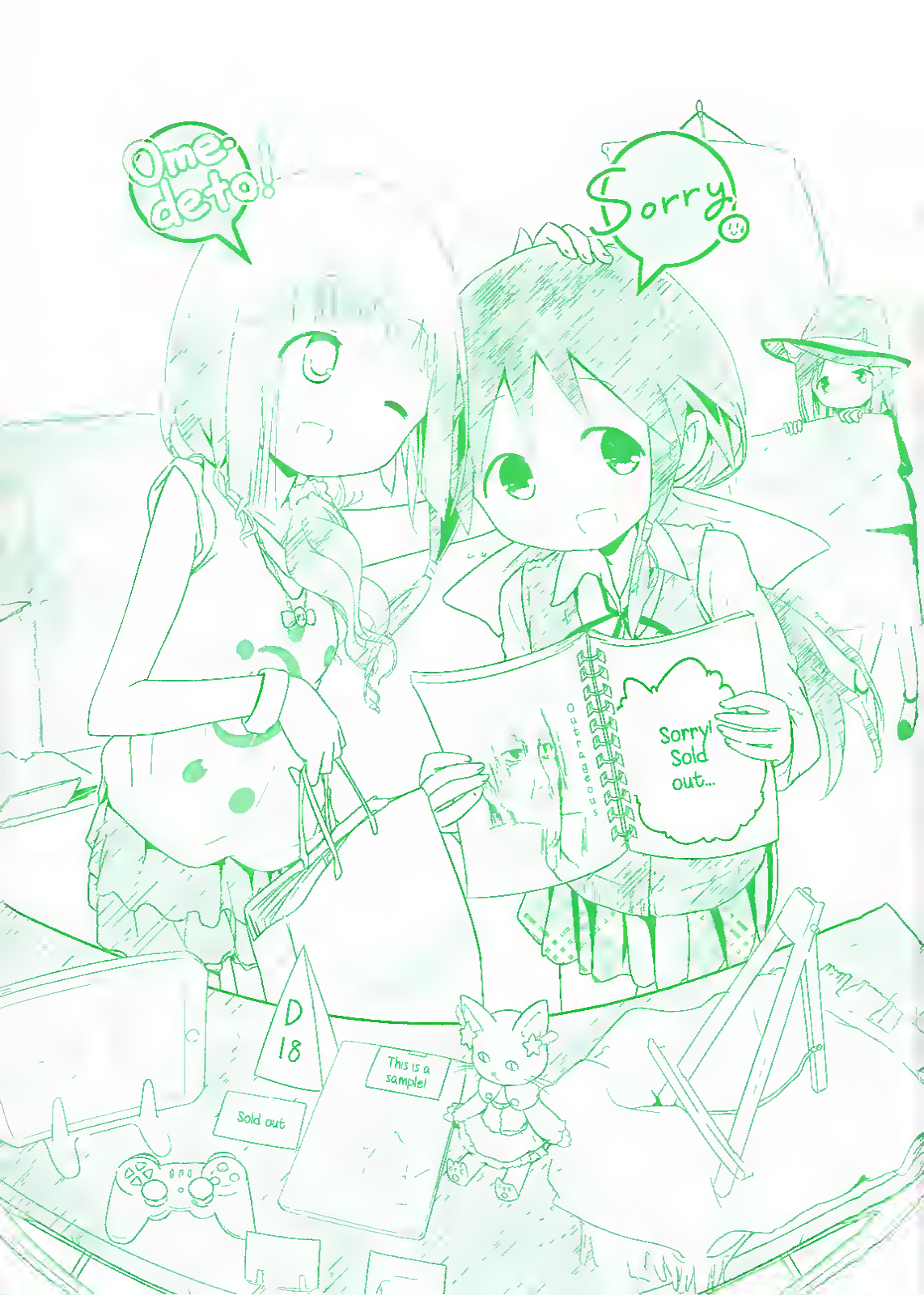
AFTERWORD MANGA


KUROBA-SAN, YOU'VE BEEN MAKING DOUJIN GAMES, HOW ABOUT YOU DRAW SOMETHING USING THAT EXPERIENCE?
Editor
THIS MANGA CAME INTO BEING IN THIS SHAPE AFTER MANY MESSAGES FROM MY EDITOR LIKE THIS
bow
THANK YOU VERY MUCH FOR BUYING STELLA NO MAHOU"
GOOD EVENING, MY NAME IS KUROBA U
THIS DRAMA IS WAY TOO MESSY!!
SO BASICALLY, A HUMAN DRAMA LIKE THIS?
Scenario
Wait, why are you writing the text without finishing the plot?
I want more CGs
Boring
Not what I imagined
Have it scripted like this
Impossible
Never met
Artist
Sound
It's a pain
Export it properly
Do it yourself
Make it loop
Programmer
HMM — IS IT POSSIBLE TO MAKE IT LOOK MORE SHOWY?
BUT MAKING DOUJIN GAMES BASICALLY LOOKS LIKE THIS
Programmer
Scenario
Artist
Sound
Same goes for us
Editor

I'VE TRIED THE FLEET-BUILDING GAME THAT'S ALL THE RAGE NOW, BUT SINCE I'M A COMPLETIONIST IN VIDEO GAMES, I FEEL LIKE THIS WOULD SERIOUSLY HURT MY REAL LIFE, SO I'M NOT TOUCHING IT AGAIN.

WELL THEN, UNTIL WE MEET AGAIN SOMEWHERE

KUROBA U


Ume-deto!
Sorry
Sorry! Sold out...
D 18
Sold out
This is a sample!